

Claims

What is claimed is:

- [c1] A method for dynamically casting an object graph, comprising:
creating an internal representation using a root object of the object graph;
instantiating a cast object graph using a casting rule and the internal
representation; and
populating the cast object graph.
- [c2] The method of claim 1, further comprising:
instantiating a cast object graph attribute using the casting rule and the internal
representation.
- [c3] The method of claim 1, further comprising:
retrieving the root object using a variable usage specification.
- [c4] The method of claim 1, further comprising:
obtaining a class definition, wherein the class definition is used to create the
internal representation.
- [c5] The method of claim 4, wherein the class definition is generated at runtime by a
transport packager.
- [c6] The method of claim 1, wherein the casting rule comprises a casting method.
- [c7] The method of claim 6, wherein the casting method implements a mapping
method.
- [c8] The method of claim 6, wherein the casting method implements a suffix method.
- [c9] The method of claim 6, wherein the casting method implements a parser method.

- [c10] The method of claim 1, wherein the internal representation is a serialized file.
- [c11] A method for dynamically casting an object graph, comprising:
retrieving a root object of the object graph using a variable usage specification;
obtaining a class definition, wherein the class definition is used to create an
internal representation;
creating the internal representation using the root object of the object graph;
instantiating a cast object graph using a casting rule and the internal
representation;
populating the cast object graph; and
instantiating a cast object graph attribute using the casting rule and the internal
representation.
- [c12] A distributed computer system, comprising:
a client;
a server operatively connected to the client;
a client-side transport packager located on the client;
a server-side transport packager located on the server;
means for creating an internal representation using a root object of the object
graph;
means for instantiating a cast object graph using a casting rule and the internal
representation; and
means for populating the cast object graph.
- [c13] The distributed computer system of claim 12, further comprising:
means for instantiating a cast object graph attribute using the casting rule and the
internal representation.
- [c14] The distributed computer system of claim 12, further comprising:
means for retrieving the root object using a variable usage specification.

- [c15] The distributed computer system of claim 12, further comprising:
means for obtaining a class definition, wherein the class definition is used to create
the internal representation.
- [c16] The distributed computer system of claim 15, wherein the class definition is
generated at runtime by a transport packager.
- [c17] The distributed computer system of claim 12, wherein the casting rule comprises a
casting method.
- [c18] The distributed computer system of claim 17, wherein the casting method
implements a mapping method.
- [c19] The distributed computer system of claim 17, wherein the casting method
implements a suffix method.
- [c20] The distributed computer system of claim 17, wherein the casting method
implements a parser method.
- [c21] The distributed computer system of claim 12, wherein the internal representation
is a serialized file.
- [c22] A distributed computer system, comprising:
a client;
a server operatively connected to the client;
a client-side transport packager located on the client;
a server-side transport packager located on the server;
means for retrieving a root object of the object graph using a variable usage
specification;
means for obtaining a class definition, wherein the class definition is used to create
an internal representation

means for creating the internal representation using the root object of the object graph;

means for instantiating a cast object graph using a casting rule and the internal representation;

means for populating the cast object graph; and

means for instantiating a cast object graph attribute using the casting rule and the internal representation.

[c23] An apparatus for dynamically casting an object graph, comprising:

means for retrieving a root object of the object graph using a variable usage specification;

means for obtaining a class definition, wherein the class definition is used to create an internal representation;

means for creating the internal representation using the root object of the object graph;

means for instantiating a cast object graph using a casting rule and the internal representation;

means for populating the cast object graph; and

means for instantiating a cast object graph attribute using the casting rule and the internal representation.